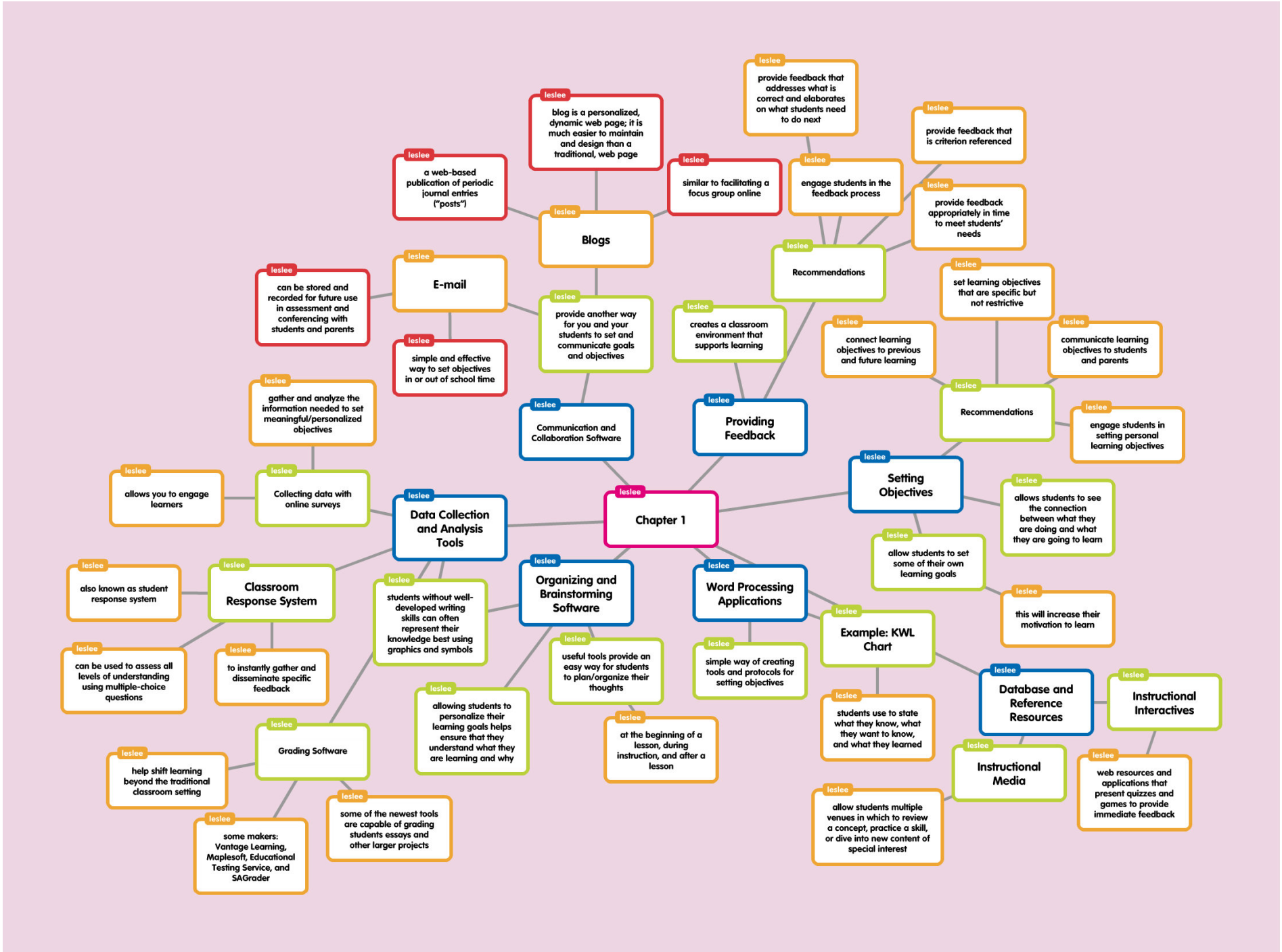
Chapter 1
Blogs
blog is a personalized, dynamic web page; it is much easier to maintain and design than a traditional, web page
a web-based publication of periodic journal entries ("posts")
similar to facilitating a focus group online
E-mail
can be stored and recorded for future use in assessment and conferencing with students and parents
simple and effective way to set objectives in or out of school time
provide another way for you and your students to set and communicate goals and objectives
Communication and Collaboration Software
Providing Feedback
provide feedback that addresses what is correct and elaborates on what students need to do next
engage students in the feedback process
Recommendations
provide feedback that is criterion referenced
provide feedback appropriately in time to meet students' needs
creates a classroom environment that supports learning
Setting Objectives
set learning objectives that are specific but not restrictive
connect learning objectives to previous and future learning
communicate learning objectives to students and parents
Recommendations
engage students in setting personal learning objectives
allows students to see the connection between what they are doing and what they are going to learn
allow students to set some of their own learning goals
this will increase their motivation to learn
Data Collection and Analysis Tools
gather and analyze the information needed to set meaningful/personalized objectives
Collecting data with online surveys
allows you to engage learners
Classroom Response System
also known as student response system
can be used to assess all levels of understanding using multiple-choice questions
to instantly gather and disseminate specific feedback
Grading Software
help shift learning beyond the traditional classroom setting
some makers: Vantage Learning, Maplesoft, Educational Testing Service, and SAGrader
some of the newest tools are capable of grading students essays and other larger projects
students without well-developed writing skills can often represent their knowledge best using graphics and symbols
Organizing and Brainstorming Software
allowing students to personalize their learning goals helps ensure that they understand what they are learning and why
useful tools provide an easy way for students to plan/organize their thoughts
at the beginning of a lesson, during instruction, and after a lesson
Word Processing Applications
simple way of creating tools and protocols for setting objectives
Example: KWL Chart
students use to state what they know, what they want to know, and what they learned
Database and Reference Resources
Instructional Interactives
web resources and applications that present quizzes and games to provide immediate feedback
Instructional Media
allow students multiple venues in which to review a concept, practice a skill, or dive into new content of special interest